

## READ BEFORE USING YOUR ATARI VIDEO ENTERTAINMENT SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## HANDLING YOUR CARTRIDGE

- THE ATARI JAGUAR INTERACTIVE MULTIMEDIA CARTRIDGE IS INTENDED FOR USE EXCLUSIVELY WITH THE ATARI JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM.
- DO NOT BEND IT, CRUSH IT OR SUBMERGE IT IN LIQUIDS.
- DO NOT LEAVE IT IN DIRECT SUNLIGHT OR NEAR A RADIATOR OR OTHER SOURCE OF HEAT.
- BE SURE TO TAKE AN OCCASIONAL RECESS DURING EXTENDED PLAY TO REST YOURSELF AND THE JAGUAR CARTRIDGE.

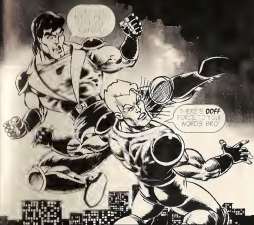
## WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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# DOUBLE DRAGON

*The Shadow Falls™*



# JAGUAR™

C O E B I T

GAME  
MANUAL



**TRADEWEST**  
AN INTERACTIVE  
Entertainment Company

WITH THE DEFECTION OF JIMMY  
LEE, THE SHADOW MASTER  
WILL PROVE A NEW  
SECOND IN COMMAND

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LOOK UP SHADOW MASTER  
AND THE SHADOW MASTER  
CLEAN-UP THIS TOWN

HOLD ON JIMMY,  
THERE'S SOMETHING  
YOU NEED TO KNOW...



## GETTING STARTED

1. Plug the Jaguar Controller into Port #1 on the front of the Atari Jaguar 64-Bit Interactive Multimedia System.
2. Make sure the Power Switch is off and that the Power Indicator Light is **NOT** illuminated.
3. Insert the Cartridge **FIRMLY** into the cartridge slot, with the picture facing you if you are in front of the unit. The cartridge should "lock" into place.
4. Set the RF Switch Box to 'Game'. To return to normal viewing, set the RF Switch Box to 'TV'.
5. Press the Power Switch once.
6. If all connections have been made properly, the Atari logo will appear on your television or monitor, followed by the game title screen. When you see the **DOUBLE DRAGON V, THE SHADOW FALLS™** logo, press **OPTION** to start the game.





**JAGUAR VERSION DEVELOPED BY**  
TELEGAMES LTD

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# OPTIONS



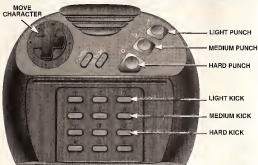
OPTIBEST	
COPYRIGHT	ORIGINAL
TIME & MONEY	TRY
CHARACTER	IN
IMAGE	THE
EDGE TRENCH	IN
WATER TRENCH	IN
TRENCH TRENCH	IN
COLUMBIA CHANNEL	IN







# USING THE CONTROLLER









## BASIC FIGHT MOVES





"SORRY LEFT RIGHT WITH  
THE LUNAR FAD O  
IN THE 80S"

## BILLY LEE

DOB: 10-23-69  
HEIGHT: 6'2"  
WEIGHT: 210 LBS  
EYES: BLUE  
HAIR: BLACK

FIRSTBORN SON  
OF THE LEE  
FAMILY THE  
AFRICAN LEE  
FAMILY AND  
CHINESE LEE  
CLAN. BILLY  
PROFESSES AN  
INTEREST IN  
NEW AGE  
STUDIES. HE  
CAN SING AND  
HE LIKES TO  
LINE DANCE  
ESPECIALLY  
PROUD OF HIS  
EXTENSIVE  
COLLECTION OF  
COMMON  
BOOTS



LIKES: MILK  
DISLIKES: SHADOW MASTER  
ORIGIN: METRO CITY  
FIGHTING STYLE:  
ART OF THE DRAGON

SPECIAL MOVE:  
DRAGON SHOCK: OR, F+P (HOLD  
CHARGE BACK FOR 1.5 SECONDS)

## JIMMY LEE



DOB: 10-23-69  
HEIGHT: 6'1"  
WEIGHT: 205 LBS  
EYES: BLUE  
HAIR: BLONDE

TWIN BROTHER OF BILLY AND  
ANNOYING COUNTERPOINT TO  
BILLY'S GOOD QUALITIES. JIMMY  
HAS A RIA-A-WAY MOUTH THAT  
HAS BECOME ENCOMBERED WITH HIS  
FEET ON MORE THAN ONE OCCASION.  
SPENDS A LOT OF TIME IN FRONT OF  
THE MIRROR.  
LIKES: VIDEO GAMES  
DISLIKES: BAD HAK DAYS  
ORIGIN: METRO CITY  
FIGHTING STYLE: SHADOW DRAGON

SPECIAL MOVE:  
DRAGON FIRE: OR, F+P  
(HOLD CHARGE BACK FOR 1.5 SECONDS)

## JAWBREAKER



**DOB:** 3-23-63  
**HEIGHT:** 6'3"  
**WEIGHT:** 280 LBS  
**EYES:** YELLOW  
**HAIR:** NONE

**LIKES:** ANYTHING EDIBLE  
**DISLIKES:** FLOSSING  
**ORIGIN:** DES MOINES, IA  
**FIGHTING STYLE:**  
CHEW-ZIP-TSU

BREAKER HAILS FROM THE MID-WEST WHERE YEARS OF SURVIVING ON THE GREAT PLAINS ENABLED HIM TO EAT ANYTHING, BUT HE'S ESPECIALLY FOND OF TRAILER HITCHES AND BUNGEE CORDS. COULD DEFINITELY BE CALLED THE WORLD'S GREATEST CONSUMER.

**SPECIAL MOVE:**  
**FLYING HEADBUTT:** F, F+D

## BONES



**DOB:** SAME AS DUST  
**HEIGHT:** 5'10"  
**WEIGHT:** 72 LBS  
**EYES:** RED  
**HAIR:** DECOMPOSED

**LIKES:** MARROWLYN MONROE  
**DISLIKES:** DOGS  
**ORIGIN:** SIX FEET UNDER  
**FIGHTING STYLE:**  
STICKS AND STONES

**SPECIAL MOVE:**  
**GUN SHOT:** F, DF, D+K

FORMERLY A VALET TO KING SARGON T. BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS, SO HE CAN'T SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS "SHAKE, RATTLE & ROLL."



## COUNTDOWN



LIKES: NEW YEAR'S EVE  
DISLIKES: DMV/EYE TEST'S  
ORIGIN: NEW ORLEANS, LA  
FIGHTING STYLE: DISSEM

DOB: CYBERG TYPE  
0041 ALPHA  
HEIGHT: 6' 7"  
WEIGHT: 225 LBS  
EYES: BROWN  
HAIR: BLACK

SPECIAL MOVE  
MISSILE SHOT: F, DF, D+K

ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BOMBS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW PROFILE CALIFORNIA GAME COMPANY. NO MATTER HAS BEEN HEARD TO MUTTER TO HIMSELF, "THE ONLY WAY TO BE SURE IS TO NUKE THE SITE FROM ORBIT" DURING HIS SPARE TIME, PLAYS ACCORDION WITH A 2ND DEGREE BAND.

## DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEAT SUITS AND STUFF NOT A RUFFLES AND LACE TYPE. SHE EVENTUALLY CAME TO APPRECIATE FLEECE AND SPANDEX TOGS. LIKES TO GO FOR THE "BURN". NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS. AND DON'T CALL HER "BABE".



LIKES: AEROBICS  
DISLIKES: FLAB  
ORIGIN: BROOKLYN, NY  
FIGHTING STYLE: BRT

SPECIAL MOVE: STILETTO KICK  
D, DF, F + K

DOB: NOT TELLING  
HEIGHT: 5' 11"  
WEIGHT: NO CONCERN  
OF YOURS  
EYES: BLUE  
HAIR: BLACK

## SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES WHICH LED HER TO ACQUIRE SEVERAL BIONIC PROSTHESES. SHE DOES HER OWN HAIR.



LIKES: TALK SHOWS  
DISLIKES: INFOMERCIALS  
ORIGIN: BUCCON VALLEY, CA  
FIGHTING STYLE: RE BOOT TSU

DOB: 5-21-70  
HEIGHT: 5' 10"  
WEIGHT: 115 LBS  
EYES: GREEN  
HAIR: BLACK

SPECIAL MOVE: CLAW ROLL ATTACK: D, DE, E + P

## SHADOW MASTER



DOB: CENTURIES  
AGO  
HEIGHT: 6' 5"  
WEIGHT: 250 LBS  
EYES: RED  
HAIR: WHITE

LIKES: NIGHTLIFE  
DISLIKES: DAYTIME TV  
ORIGIN: NIGHTMARES  
FIGHTING STYLE:  
ART OF "THE SHADOW"

SPECIAL MOVE:  
SHADOW FIRE: D, DE, F + P

"TO BRING ME  
AND THE GAVE  
YOU MUST  
ENTER THE  
SPECIAL CODE  
ON THE TITLE  
SCREEN. WORK  
HARD AND YOU  
MAY FIND IT."

EVL INCARNATE. CAN'T SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS BREAKED THRU' ETC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS, AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE US. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DYSTOPIC.

# SICKLE

DOB: 7-23-64  
HEIGHT: 6' 7"  
WEIGHT: 215 LBS  
EYES: BROWN  
HAIR: RED



A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNDEPT HUMAN/HAIR POLICIES LED SICKLE TO DEVELOP A SET OF PARTICULARLY KASTY WEAPONS, FOR WHICH HE IS NAMED. HE ENJOYS LONG WALKS IN THE RAIN, AND ENDLESS HOURS AT HIS GRINDING WHEEL SHARPENING THE SICKLES. FAVORITE MOVIE IS EDWARD SCISSOR-HANDS.

LIKES STYLING COURSE  
DE HES LIL' GUNNS  
SINCE HE'LL ACCO GA  
FIGHTING 3' 11" 30 GN

SPECIAL MOVE:  
ENERGY BLADE: D, DF, F+D



WHEN I GO TO JOINT  
WITH THESE FILES  
PUSH OPTION  
TO GO TO MAIN MENU  
AND SELECT ONE OF THE  
THREE FILE MODES  
THAT BRINGS OUT THE  
CHARACTER SELECTION  
SCREEN



# CHARACTER SELECTION

MEANWHILE IN ANOTHER  
PART OF METR 3.011

IF YOU ENTER  
THE SPEED-  
SHADOWMASTER  
CODE, YOU CAN  
SELECT ANY OF  
J'S 7 ALLIANCE  
FIGHT, THEN YOU  
CHOOSE FIGHT



GET UP  
THE 2 LIPS  
IT THAT'S



# CHARACTER SELECTION



# ATTRIBUTES





NOTE: IN TOURNAMENT MODE  
THE COMBATERS RANDOMLY  
SELECTS LOCATION AND  
ADVERSARY









DRAGON DODO INTERIOR



CODY'S NUTRON GRILL

"HERE'S JUST  
ONE MORE  
DETAIL. YOU GOT  
RIGHT HODE  
WE MALT."



METRO CITY HOTEL



**METRO CITY  
SEWER SYSTEM**



**CHEMICAL FACTORY**



**DUSTY'S GARAGE**



**FUSION PLANT EXTERIOR**



**SHADOW DOJO EXTERIOR**



**SHADOW DOJO INTERIOR**

YEAH, BUT I  
JUST WANTED TO  
GOING

# FIGHT MODES



TOURNAMENT

TOURNAMENT  
AT BATTLE  
BATTLE DEMO  
BOSS FIGHT  
OPTION



YOUR FIGHTING STYLING IS  
ADJUSTED BY THE COMPUTER  
SYSTEMS INITIAL ENGAGE / 411  
LOST TO THE FIGHT

THERE WILL BE 4 ROUNDS EACH (10-11)  
GO TO THE COMBAT FIGHT



IF YOU WIN  
YOU GO TO THE FIGHT  
COMBAT SYSTEMS  
ADJUSTED BY THE  
COMBAT



# FIGHT MODES



# FIGHT MODES

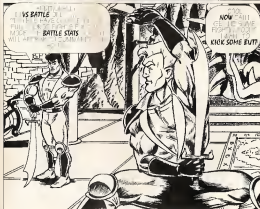




AT THE END OF EACH ROUND OF ANY FIGHT MODE... A BRIEF MESSAGE WILL APPEAR ANNOUNCING THE WINNER OF THE BOUT.









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